

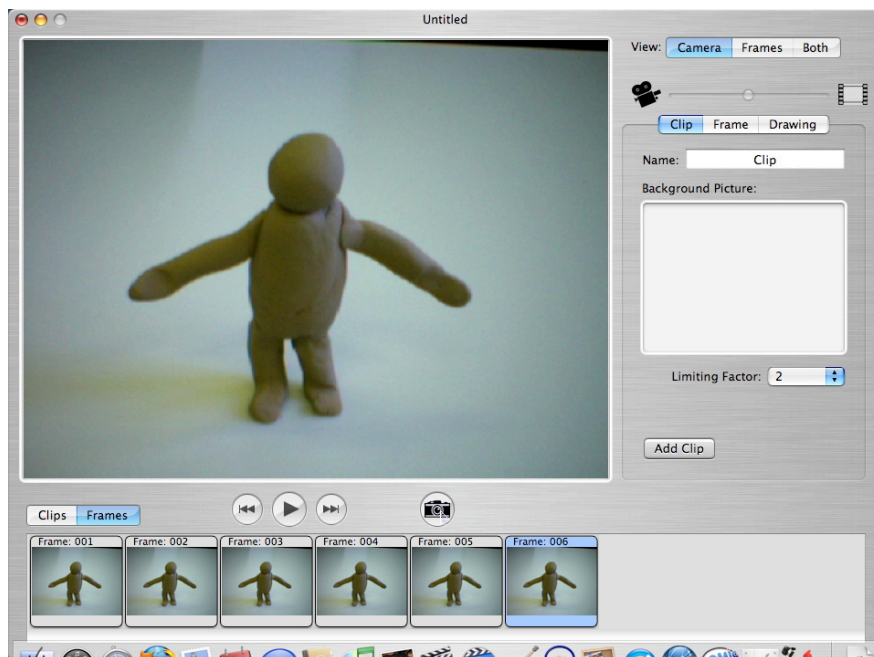
Using I Can Animate and iMovie to create an Animation

Start I Can Animate by using the **I Can Animate** icon

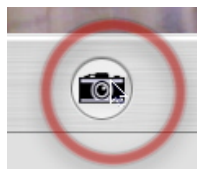


If your camera is attached you should see your figure in the middle of the screen.

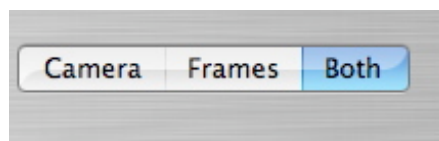
If you press the 6 key on your keyboard 6 frames will be captured.



If you now move your figure slightly you can capture a new frame by either pressing 1 on the keyboard or by pressing the camera button in the centre of the screen.



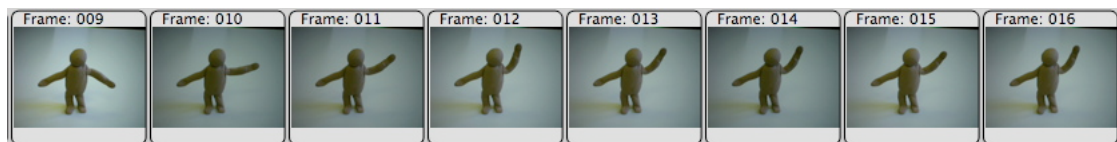
A useful thing to do now is to go to the top right of the window and click on the both button



This allows you to see the previous frame and the frame you are about to capture. This gives you a better idea of the amount of movement you are going to have.



If you now go on moving the model and capturing the frames you will end up with a sequence of images that when played will be animated.



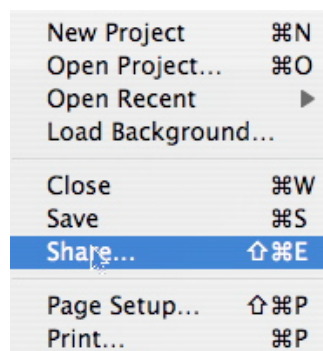
If you click on the player buttons you can play the sequence.



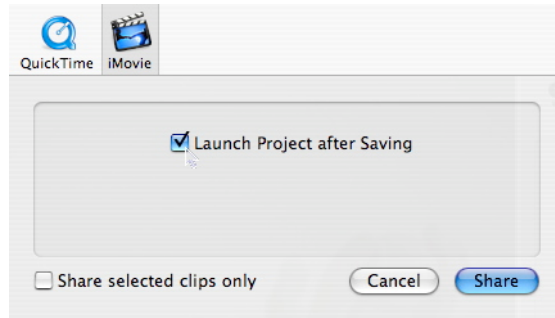
If you make a mistake you can delete a frame by pressing the backspace button.



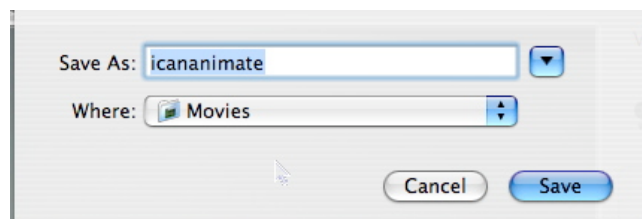
When you have captured all your frames go to the **File > Share** menu



This will bring up a menu where you can choose how you want to share the animation. We are going to share the animation to iMovie. Choose iMovie and click the box that says Launch Project after Saving



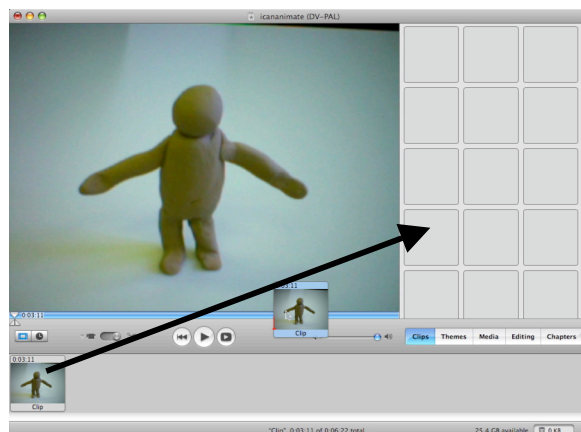
You will be prompted to save the project. Give it a name you can remember and remember where you saved it.



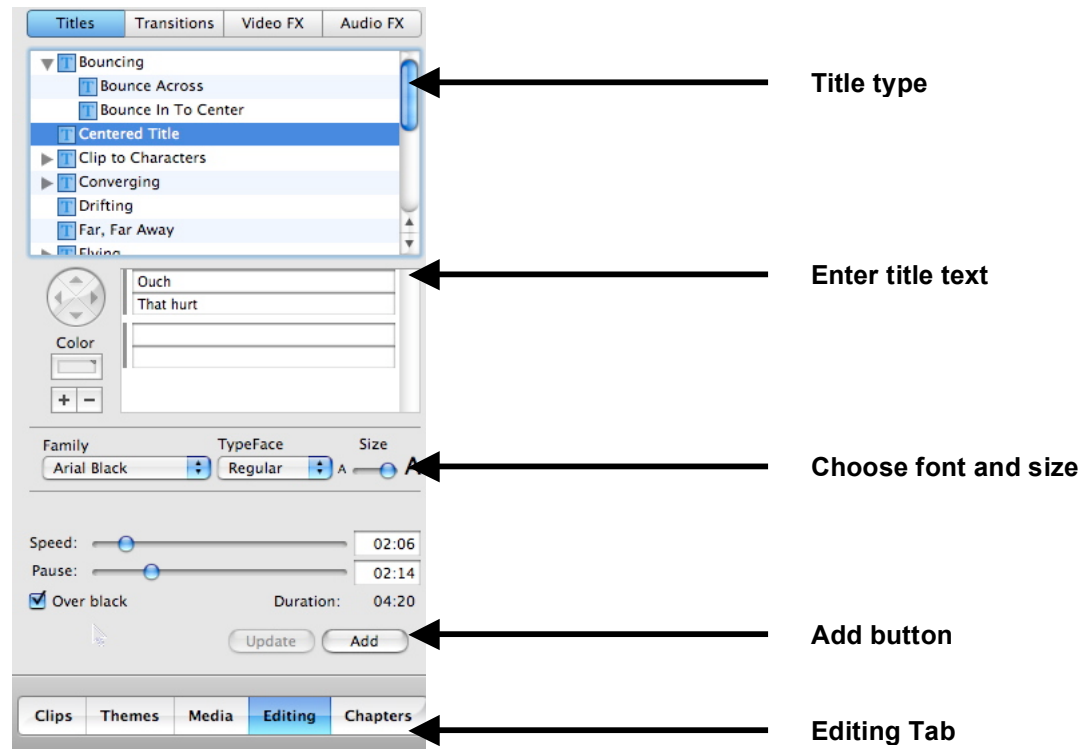
iMovie will launch and your animation will be in iMovie.



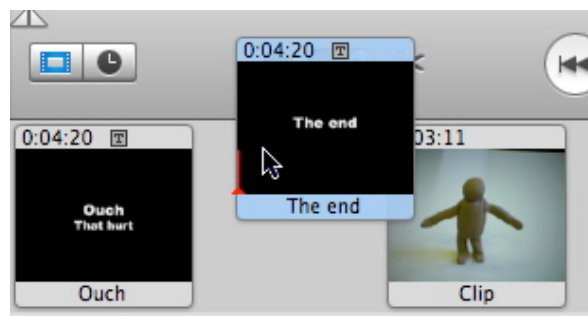
Before we do anything click on the clip and go to **Edit > Copy** and then **Edit > Paste**. Then drag both clips to the area on the right. This makes an extra copy of your sequence so that you can reuse them.



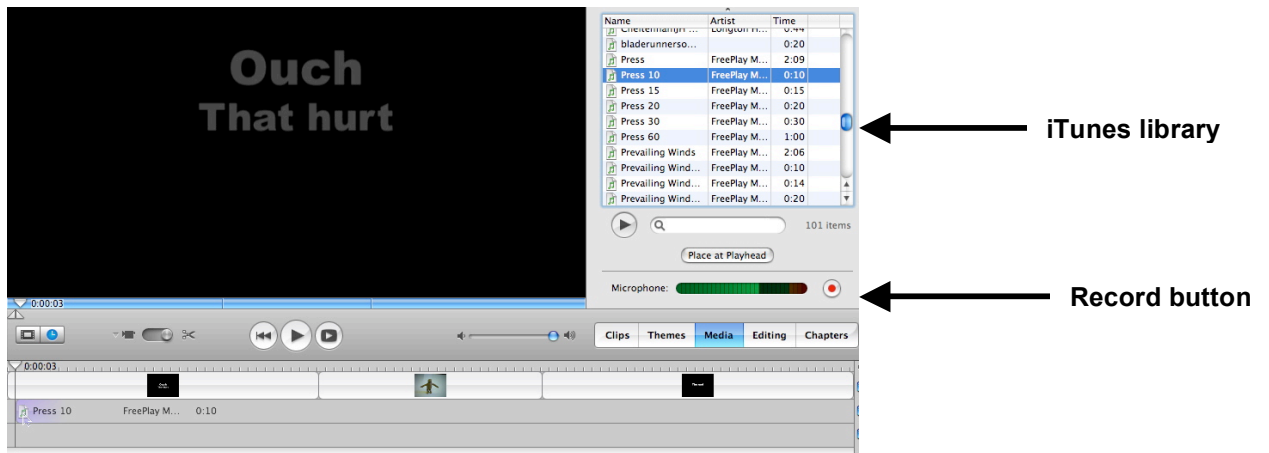
Next we are going to add a title to the beginning of the project. Go to the **Editing** tab and choose **Titles**. Choose a type of title, change the font and size if you want. Then write some text into the text boxes. For an animation choose **Over black** to create a title with a black background. When you are happy with your title click **Add**



The title will then appear in the Timeline. You can drag your sequence to the timeline too. You can add an end title too and if things are in the wrong order you can drag them to reorder them.

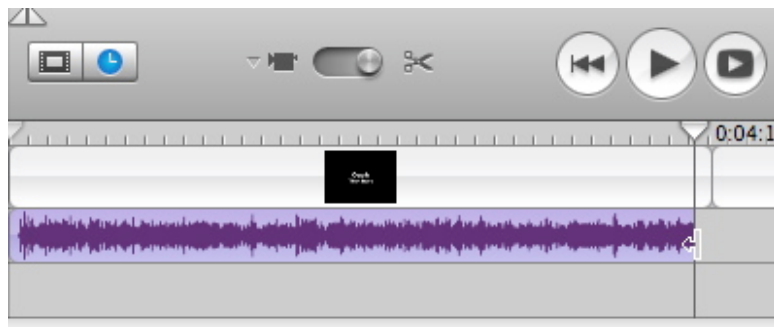


To see the whole animation including titles you can deselect a clip and click play.

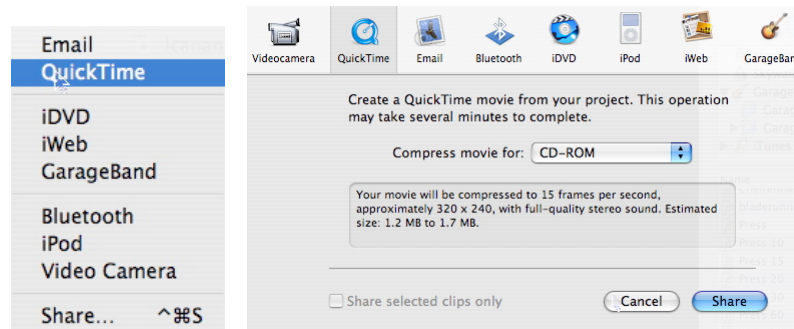


To add music go to the **Media** tab and choose Audio. Here you can access anything in your iTunes library and drag it to the timeline. Here you can also record a narration.

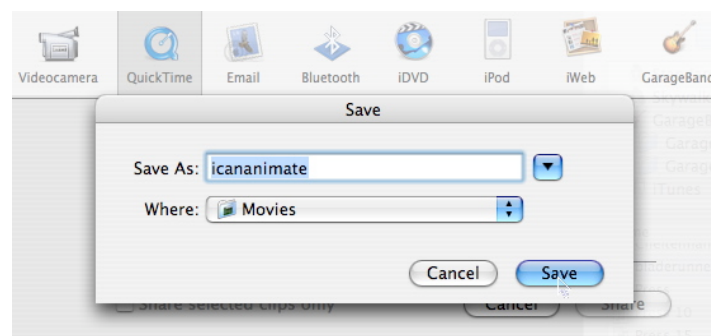
You can edit the audio by trimming the ends of the audio in the timeline.



When you are happy with the project go to **Share > QuickTime**



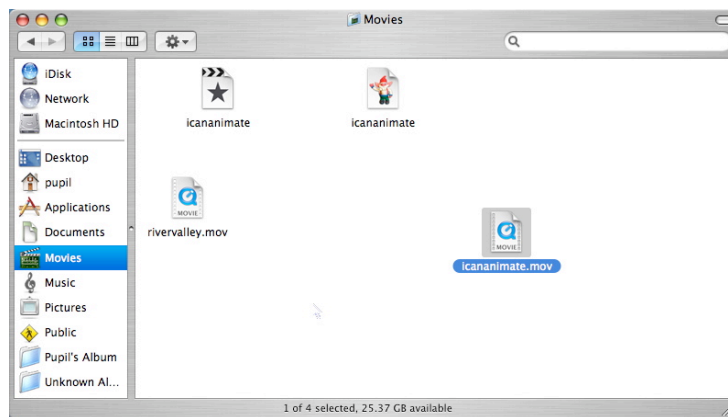
Then from the **Compress movie for** menu choose Full Quality and name the file with a name you remember. Do the same thing but this time save it for CD-ROM.



To find your files on your computer click on the Finder icon



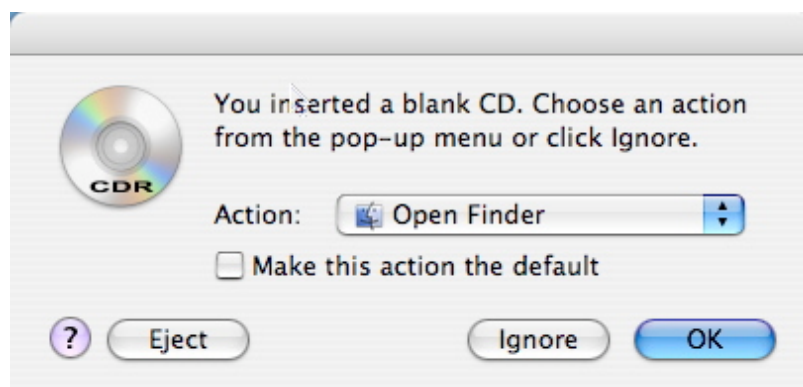
In the next window go to the folder where you saved the files eg. Movies



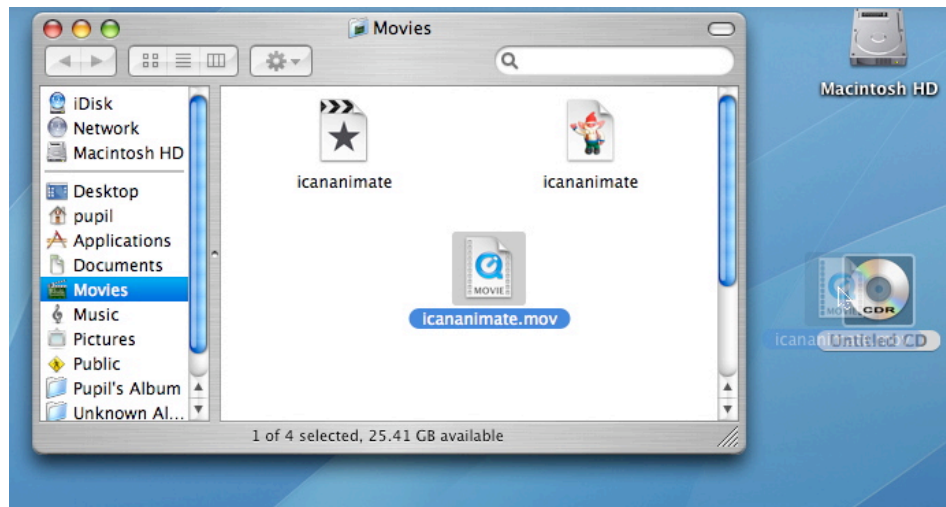
Double click the file ending with .mov after it to see your project at CD quality.



To record the movie onto a CD-ROM to be seen on any computer put a blank CD-R disc into the computer. Click OK on the next box.



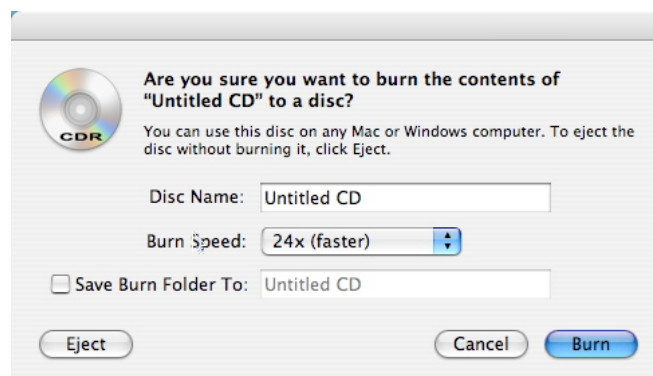
The blank CD will appear on the desktop allowing you to drag movies to it.



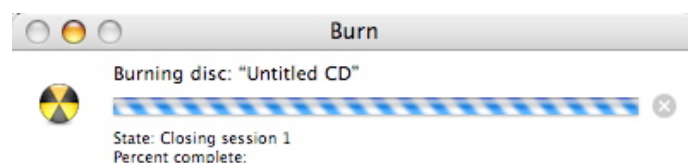
When you have all the movies on your CD click the CD to select it and then go to **File > Burn**



In the next box you can name the CD and then click burn.



Then burning takes place.



When this is finished click the **Eject** button on the keyboard to eject the CD

